

NINTENDO DS™

TRACE MEMORY™



INSTRUCTION BOOKLET

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games feature walkthroughs, frequently asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online. For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long distance call, so please ask permission from whoever pays the phone bill.

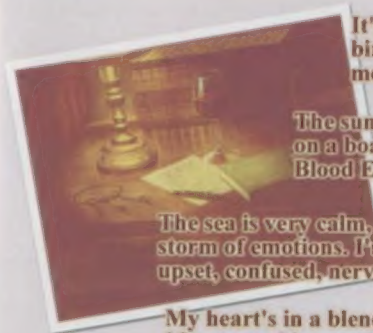


Nintendo

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TRACE MEMORY

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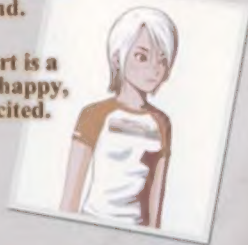


It's the day before my fourteenth birthday. I'm feeling antsy. It's morning now.

The sun is bright, and I'm on a boat heading toward Blood Edward Island.

The sea is very calm, but my heart is a storm of emotions. I'm shocked, happy, upset, confused, nervous, and excited.

My heart's in a blender.
My stomach's on spin cycle.



I've never felt like this before.

I just found out that...my father is alive.

PROLOGUE

In 1991, while researching human memory for the government's secret lab, scientists Richard and Sayoko Robbins suddenly disappear. The circumstances surrounding their disappearance are mysterious, and eventually the pair is presumed dead.

Their daughter, Ashley, grows up with Richard's younger sister, Jessica, in the suburbs of Seattle. With her parents' disappearance unresolved, Ashley is often haunted by a recurring dream. In her dream, she is a little girl again, hiding in a dark place. Someone calls her name and reaches out a hand. At this point in the dream, Ashley always wakes up.

Years pass with no news, good or bad, about Richard and Sayoko. Then, shortly before Ashley's fourteenth birthday—and almost eleven years after her parents' disappearance—she receives a package from Richard. The package contains a birthday letter and a mysterious device called a DTS, which is keyed to Ashley's biometrics so that only she can unlock it. The DTS displays a message from Richard that reveals that he is sequestered in a lab on Blood Edward Island.

Now, Ashley must trace the package to Blood Edward Island and discover the truth about her past.



CHARACTERS

ASHLEY MIZUKI ROBBINS

A curious and independent thirteen-year-old girl looking for the truth of her parents' disappearance. She must search Blood Edward Island for clues.

RICHARD ROBBINS

Ashley's father, a scientist. He was studying human memory at the same government laboratory as his wife, Sayoko, when the two of them disappeared. Ten years later, he contacts Ashley to meet him on Blood Edward Island for her birthday. He is also the creator of the DTS, the small machine he sent Ashley for her birthday.

SAYOKO ROBBINS

Ashley's mother, a scientist. Originally from Japan, Sayoko came to the States to research human memory in the same secret lab as Richard.



JESSICA ROBBINS

Richard's younger sister, a high-school chemistry teacher. As Richard's sole remaining relative, she was entrusted with the care of Ashley. A kind and generous woman, Jessica nevertheless appears to know more about the scientists' disappearance than she



CAPTAIN

The captain of the small ship that takes Ashley and Jessica to Blood Edward Island. Though a little rough around the edges, Captain is warmhearted and an easy confidant.



The ghost of a boy who died 57 years ago on Blood Edward Island. He has lost all his memory of who he is and why he died. He meets Ashley while she is searching for her father, and the two join up, hoping to find answers to both their mysteries.



CONTROLS

■ Top Screen

■ Power Button

■ L Button

- Rotate DTS photo

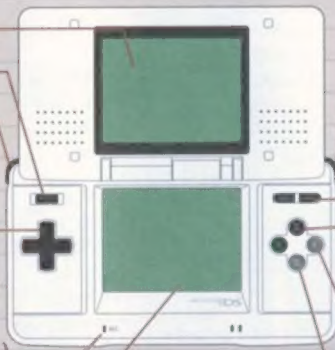
■ + Control Pad

- Move Ashley
- Scroll through menus
- Move cursor

■ Microphone (MIC.)

■ Touch Screen

See page 9 for a complete list of Touch Screen controls.



■ R Button

- Take DTS photo
- Rotate DTS photo

■ START

- Open DTS (See page 16)

■ X Button

- Open inventory

■ A Button

- Investigate/Speak
- Confirm item selection
- Continue a conversation or message

■ B Button

- Return to previous screen
- Cancel selection

(Press the A Button and the R Button to fast-forward through messages you've already seen.)

Touch Screen

You can use the Touch Screen for all in-game functions. Here is a brief overview of how to use the Touch Screen.

□ Move Ashley

Touch or slide Ashley to move her in a particular direction.



NOTE: In this instruction booklet, screenshots with white borders represent the top screen. Screenshots with red frames represent the Touch Screen.

□ Select Menus and Icons

Touch items, icons, arrows, and other symbols to select and activate them.



✓ Other Functions

As you progress through the game, you'll need to use various combinations of the basic touch and slide techniques.

Drag



Turn



Scrape



GETTING STARTED

The controls explained in this manual mainly use the Touch Screen.

- 1 Confirm that your Nintendo DS system is turned off, and insert the Trace Memory Game Card.
- 2 Turn the power on. Once the **Health and Safety Screen** appears, tap the Touch Screen to go to the Nintendo DS Menu Screen.
NOTE: To turn your Nintendo DS system off, hold down the Power Button.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR HOME, GO ONLINE AT www.nintendo.com/touchthesafety/
Touch the Touch Screen to continue.



- 3 To start the game, touch the Trace Memory panel on the Nintendo DS Menu Screen. By setting your Nintendo DS system's start-up mode to **Auto**, you can shorten this process. For more information, refer to page 20 in your Nintendo DS Instruction Booklet.

Title Screen

After the opening movie plays through, the Title Screen will appear. Touch New Game or Load Saved Game to start the game.

TRACE
MEMORY

New Game
Load Saved Game

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✓ NEW GAME

Choose this option to play from the beginning of the game.

✓ LOAD SAVED GAME

Choose this option to pick up from where you last saved the game. When the Save Data Screen appears, tap the file you wish to access. From here, you can choose Load to play that file or Erase to erase it. See page 18 for information on how to save your data.



HOW TO PLAY

In Trace Memory, Ashley must search Blood Edward Island to find her father and the truth of her past. In the course of her adventure, she must solve a number of puzzles.

1. Control Ashley

Map Screen (See page 14)

Slide the stylus across the Touch Screen or press the + Control Pad in the direction you want Ashley to move.



Watch the top screen for areas you might want to check out.

This is Ashley, exploring the island. For starters, just follow the path.

4. Solve a puzzle

Touch Screen (See page 9)

You'll have to think creatively to solve some of these puzzles. The majority of the puzzles use the Touch Screen, but others require the microphone, dual screens, and other DS-specific features.

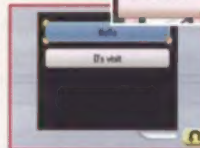
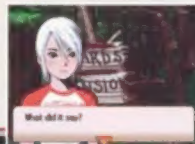


To move forward, figure out what to do with the pieces of the broken sign.

2. Talk to people

Conversation Screen (See page 14)


To scroll through messages, tap the Touch Screen or press the A Button.



Pay attention to conversation with other people and to Ashley's thoughts to herself—these are good ways to find hints.

3. Investigate suspicious places

Search Screen (See page 15)

Investigate suspicious places by tapping them on the Touch Screen. You can also take a closer look by moving your cursor over the appropriate area and tapping the Investigate icon  or pressing the A Button.




You've come across a broken sign. Investigate the area thoroughly to learn its significance.





Map Screen

When Ashley is moving, the Touch Screen displays an aerial map view of her movements. The top screen shows the backdrop of her current location. When she stands somewhere you can investigate,  appears. The DTS icon appears whenever the Touch Screen is in Map Screen mode (i.e., whenever Ashley is moving).

Investigate Touch this icon when you want to investigate the area displayed on the top screen. This takes you to the Search Screen (see page 15).



DTS



Touch this icon to bring up the DTS Screen (see page 16).





Talk



Touch  when the cursor is over a character to start a conversation.

Keyword

Conversation Screen

The Conversation Screen appears when you tap a character on the Search Screen or place the cursor over the character and tap the Talk icon . The Conversation Screen also appears if, while exploring the Map Screen, you trigger a special event. To start a conversation, tap the keyword on the Touch Screen. Press  to go back to the previous screen.

Search Screen

By touching the various icons on the Search Screen, you can do things like take photos and use items you've collected. To investigate something, simply double-tap on it or move your cursor on it and touch . To return to the previous screen, tap .



When using the + Control Pad to move, press the L Button to make the cursor move more slowly.




Inventory

Investigate Touch this icon to investigate whatever is underneath your cursor. You can also investigate areas by double-tapping on them.



Camera



Take photos of an area on the Touch Screen. You can store up to 36 pictures and use the DTS (see page 17) to examine and manipulate them. The  shows the amount of film left. Each frame represents 9 photos. When you've taken 36 ,  appears—you'll have to delete some of your photos before you can take any more.

Inventory



Touch this icon to use an item you've collected.





Taking a break in Sleep Mode

Closing the DS during a game will automatically put the game into Sleep Mode. Opening it will automatically start the game from where you shut it! When you're having trouble solving a puzzle, it might be helpful to take a break. Something might come to you!


The DTS is a device that only Ashley can use. Besides accessing photos and items in your inventory, you can also save, load, and erase your game data from the DTS Screen.



DTS Screen




Touch the DTS icon  on the Map Screen or press START to open the DTS Screen. Touch the icons in the DTS menu to access the  to return to the previous screen and  or  to scroll through the menu.

DTS Cards

As you play through the game, you'll pick up DTS Cards that contain messages and other information. To read the contents of a DTS Card, tap  in the DTS menu.



Photos

Check out the photos you've taken by tapping the film icon  in the DTS menu. Touch  or  to scroll through your photos, then tap the photo you want to access. When you select the photo, the Superimpose and Delete icons will appear.



Superimpose



Display a photo on the Touch Screen and lay it over an image on the top screen.



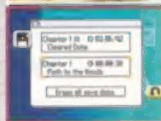
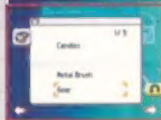
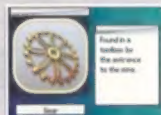
Delete

Delete the photo displayed on the Touch Screen.

✓ Superimpose photos

Select a photo and tap  to display the photo in enlarged form across the entire Top Screen. Touch  to view the photo overlapped with the top screen's previous image. By touching the arrows that appear on the Touch Screen, you can move the superimposed photo horizontally and vertically on the Top Screen or rotate it. Get into the habit of taking pictures of suspicious places, as it can help you through tricky areas.





Inventory Info

You'll pick up various items as you play through the game. Access images and information about the items you've collected by tapping on the inventory icon in the DTS menu.



Save Data

You can save, load, and erase your game data from this menu. You can save up to two sets of save data at a time.


NOTE: You will erase all your save data if you touch "Erase all save data." Please be careful, as data cannot be recovered once it's been erased.

SAVE Save your current game data.

LOAD Load the save data and play from where you left off.

ERASE Erase the selected save data.

NOTE: You can save and load data anywhere you can open the DTS Screen.

On the DTS screen, there is one icon that you will not be able to use . It should become clearer, though, as you solve more puzzles and progress through the game.

Staff Credits

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Super Mario Club

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REV-D

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REV-P

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